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THE COMICS

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# DIE HARD

## YEAR ONE



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**BOOM!**

ENTERTAINMENT



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**DIE HARD**  
**YEAR ONE**



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# DIE HARD

## YEAR ONE

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**BOOM!**

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ONLY MINUTES  
AGO... MERELY SECONDS  
AGO...

...ROSIE HASKELL'S  
PROBLEMS WERE SO  
MUNDANE AS TO BE  
LAUGHABLE.

NEW YORK CITY.  
JULY 4TH, 1976.

12:10 PM

IF THERE'S ONE THING  
SHE'S LEARNED IN THE  
BRIEF TIME SHE'S LIVED  
IN NEW YORK...

...IT'S THAT THINGS CAN  
CHANGE IN THE BIG  
APPLE IN WHAT WILL  
COME TO BE CALLED A  
"NEW YORK MINUTE."

NOW  
WHAT?







12:18 PM

"NEEDLESS  
TO SAY..."

"...AFTER BEING ON  
MY POST ON THE  
STREET FOR OVER  
FOUR HOURS..."

USA!!!

"...I WAS  
SWEATING  
LIKE A PIS..."

"...BUT TO  
HELL WITH  
THAT..."

—ALL THE  
WAY!

USA!!!

"...YOU GOTTA  
LOVE THIS  
JOB..."

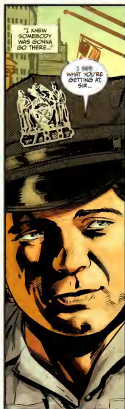
"...IF YOU  
CATCH MY  
DRIFT..."

WHAT  
DO YOU SAY  
PALLY...

—ALL THE  
WAY!







THERE ARE TWO LANDMARKS ON 23RD STREET AND SEVENTH AVE.

...THE CHELSEA HOTEL, WHERE BOHEMIANS OF EVERY STRIPE HAVE DRANK, DRUGGED AND DIED FOR HALF A CENTURY...

...AND ACROSS THE STREET, THE MCKURNEY YMCA, A BLACKENED AND FORBIDDING PILE OF 19TH CENTURY BRICK AND MORTAR.



...THAT'S BEEN OPEN FOR BUSINESS TWENTY FOUR HOURS A DAY, SEVEN DAYS A WEEK FOR NEARLY A CENTURY.

ALAN DOUGLAS HAS BEEN WORKING OUT AT THE MCKURNEY FOR FIFTEEN YEARS...

THE ANCIENT SWEAT AND PISS STAINED JOINT APPEALS TO HIS CLOSE TO THE EARTH MINDSET.



WHERE DO WE STAY WITH--

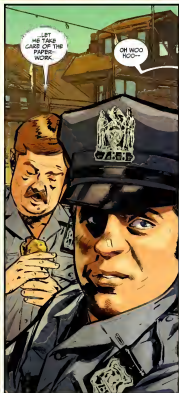
--WHISP



HOW COULD YOU HAVE LET THIS--

--ARE YOU KEEPING ME?







1:16 PM

NEW YORK HAS ALWAYS INTIMIDATED ROSE.

—BUT NOW, SHE'S MOVED PAST THAT INTIMIDATION TO COMPLETE TERROR.

...AND FINALLY TO NUMB SHELLSHOCK.

BEFORE THIS MORNING, IT WAS THE GRIME, THE GRUDGE, THE UNSAVORY ELEMENT ON THE STREET AND EVERYWHERE...

...THAT MADE ROSE CLUTCH HERSELF IN APPREHENSION.

BUT TODAY...

...TODAY.

...TODAY IT'S THE ONES SHE REGARDED AS HER PROTECTOR FROM THE MORE UNSAVORY ASPECTS OF LIVING IN NEW YORK...

...THE POLICE. FOR HEAVEN'S SAKE...

...IT'S THE COPS WHO HAVE SCARED THE LIVING DAYLIGHTS OUT OF HER!

1:26

ALAN DOUGLAS  
ISN'T THE KIND OF  
GUY WHO'D EVER  
EAT A HOT DOG...

...HE KNOWS EXACTLY  
WHAT'S INSIDE THAT  
INNOCENT LOOKING  
TUBE STEAK...

...AND THERE'S NO  
WAY HE'S GOING  
TO PUT THAT OFFAL  
INTO HIS BODY.

FOR DOUGLAS, NEW  
YORK ISN'T ABOUT  
FAST FOOD...

LET ME  
GET A GYRO,  
BROTHER.

SOME  
BOAT,  
HUNT?

...IT'S ABOUT  
SOUL FOOD.

WHOEVER OWNS  
THAT TUB'S GOTTA  
HAVE MORE  
MONEY THAN  
GOD.

KNISHES,  
PIZZA,  
BALABEL...

...REAL  
PEOPLE  
FOOD.

AND THERE  
GOES HIS  
MRS...

THE  
BEST WIFE  
MONEY CAN  
BUY.

NO  
KIDDING TO  
YOU ON THAT,  
MY FRIEND  
SIR.

MRS.  
FORD...





"I'M USED  
TO UNDIVIDED  
ATTENTION WHEN  
I'M TALKING."

"WHOMEVER SHE  
WAS, SHE WAS  
GORGEOUS..."

"...AND LIKE TOO  
MANY CHICKS OF MY  
GENERATION..."



"...THANKS  
TO ALL THAT  
'POLICE  
BRUTALITY'  
STUFF..."



"SHE LOOKED LIKE SHE  
WOULDN'T GIVE THE TIME  
OF DAY TO A COW!"



"I GUESS YOUR  
CHARM ONLY  
GOES SO FAR,  
SH. OFFICER  
MCLANE?"





WE  
ARE ROYALLY  
SCREWED.

1:58



WHAT—

—FIRST I  
LOSE IT WITH  
THE WIFE, AND  
YOU TALK ME  
OFF THE  
LEDGE—

—NOW  
IT'S YOUR TURN  
TO LOSE IT AND  
I GOTTA CALM  
YOU DOWN?

FOR  
GOD'S SAKE,  
RUSS—



—SHE  
SAID US KILL  
LEWIS.

SHE  
SAID TWO  
COPS KILL  
LEWIS.

THEY  
NEVER SEE  
OUR  
FACES—

—WE ALL  
LOOK LIKE  
TO THEM.



RIGHT, SURE—  
UNDER NORMAL  
CIRCUMSTANCES—

—BUT A SALT  
'N' PEPPER  
TEAM—

OH,  
GOD..



—WE  
GOTTA KILL  
THIS BITCH AND  
PRETEND.

HEY,  
GUYS—





THE FOUNTAIN AND STATUES ACROSS THE STREET FROM THE PLAZA HAVE BEEN RENDEZVOUS SPOTS FOR LOVERS FOR YEARS.

...AND EVEN IN THIS BICENTENNIAL YEAR, BARELY ANYBODY REMEMBERS THAT THIS MONUMENT IS A TRIBUTE TO THE VICTORIOUS GRAND ARMY OF THE REPUBLIC...

...THAT NARROWLY DEFEATED THE CONFEDERATE ARMY, PERMANENTLY TRANSFORMING THE UNITED STATES.

IF WE FIND THIS BUNNY--



NO IPS, BUDDY BOY-- WHEN.



ALL RIGHT--

--WHEN WE FIND HER, I'M GONNA KILL HER BUT GOOD...

...I HAVEN'T WORKED THIS HARD SINCE I JOINED THE FORCE.

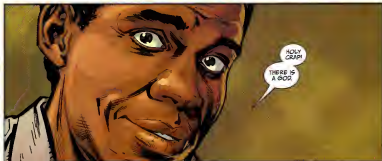
GET IN LINE...



...TODAY WAS GOING TO BE TOUGH ENOUGH AS IT IS...

...HAVING TO PUT THE KIBOSH ON THIS CRACK JUST MAKES A BAD SITUATION WORSE.

GET THAT RI--



HOLY CRAP!  
THERE IS A GOD.



THE BIG  
APPLE

THE BIG  
TOWN

FOR MOST OF THE  
WORLD, NEW YORK  
SEEMS LIKE A VAST  
SPRAWLING  
METROPOLIS...

BUT TO NATIVE NEW  
YORKERS, WHO KNOW THE  
ISLAND OF MANHATTAN IS  
BARELY SEVEN MILES LONG  
AND BARELY A MILE ACROSS  
AT ITS WIDEST POINT...

3:13 PM



...THE BIG APPLE  
IS REALLY JUST  
A SMALL TOWN.

KEEP  
AN EYE ON  
HER--

NAH--



--I FIGURE,  
NOW WE  
FOUND HER, WE  
JUST LET HER  
GET AWAY--

--YOU  
KNOW, FOR  
THE CHALLENGE  
AN' ALL.

WHY'S  
EVERYTHING  
HAVE TO BE  
SARCASTIC  
WITH YOU?



ONLY  
WHEN YOU  
TREAT ME LIKE  
A MORON.

ROSIE WAS BORN  
AND RAISED IN A  
SMALL TOWN...

...BARELY A WIDE  
SPOT IN THE ROAD  
IN SOUTHWESTERN  
INDIANA.

IF SHE THOUGHT ABOUT IT  
ALL THROUGH THE FOG  
OF FEAR AND PARANOIA...

...SHE WOULD REALIZE  
SHE'S SEEN MORE  
PEOPLE TODAY AT  
ONE TIME THAN SHE  
HAD IN HER ENTIRE 22  
YEARS BACK HOME.

BUT THIS IS THE  
FARTHEST THING  
FROM HER MIND.

SHE'S TERRIFIED,  
PARANOID AND  
ALONE...

ALL BECAUSE SHE HAD  
TO HAVE THAT ADDITIONAL  
TWENTY FIVE DOLLARS...

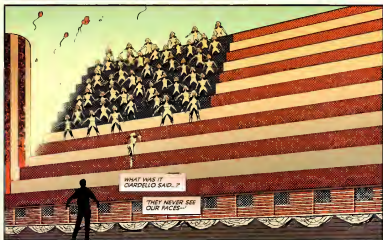
...AND ALL BECAUSE SHE STILL  
DOESN'T KNOW HER WAY  
AROUND THE SUBWAY SYSTEM...

HEY,  
BABY—

HEY!

WATCH  
THOSE  
HANDS...







3:31 PM

"TOOK ME OVER  
AN HOUR TO  
NAVIGATE THE  
FORD MARRIAGE  
MINIFIELD..."

"...SO NATURALLY I WAS  
EXPECTING A RATION OF  
GRIEF FROM BINGHAM..."

THE HELL  
YOU BEEN  
BOOT...?



...SEEMS AT  
LEAST ONE OF  
US HAS A JOB  
TO DO

...AND HE NEVER  
DISAPPOINTS"

SORRY, OFFICER  
BINGHAM...



...BUT MR. AND  
MRS. FORD HAD  
ME CHECKING OUT  
SECURITY ON  
THEIR YACHT.

WELL, LAM DI  
DAH...

...LOOKED LIKE  
MRS. FORD  
WAS DOING  
THE CHECKING  
OUT.



"WHAT IS IT TODAY  
WITH ALL THE  
UNANSWERABLE  
QUESTIONS?"

ACTUALLY,  
MRS. FORD  
COULDN'T STOP  
TALKING ABOUT  
YOU—

"SIR"



YOU  
KIDDING  
MR.  
SCOTT?





Twenty years ago, I convinced my parents to let me jump a Greyhound bus in Houston, Texas and travel all the way to San Diego for Comic-Con. I don't know what I said. Or how I sold them on the idea. But it happened. And it changed my life.

Twenty years ago, Wednesday night was Retailer Night. And I was a "retailer." Okay, that's a lie. I worked for my local comic shop. Either way, pre-Internet Retailer Night was the best way to get face-to-face time with all the publishers to find out what was coming out that next year.

I remember going publisher-to-publisher and having vigorous "conversations" about cross-racking with the late, great Carol Kalish at Marvel, cross overs with Mike Richardson at Dark Horse and having long fanboy chats with Bob Schreck and Diana Schutz at and about Comico.

At that time, Comico was my favorite company. I bought every comic they put out. Comico published some of the best original series around coupled with great licensed titles which all had a fun pop culture sensibility that no one else in the industry could hold a candle to.

Bob and Diana took a liking to me and my buddies from Houston and

the next thing I knew, I was being introduced to all the top talent at the time. It was a heady experience for a 16 year-old fan. Bob Schreck was the marketing director at Comico and I'll never forget leaving that convention thinking that his was one of the best jobs you could have in comics.

Twenty years later, here I sit, the marketing director at BOOM! Studios — a company that publishes some of the best original series around coupled with great licensed titles that all have a fun pop culture sensibility that, I think, no one in the industry can hold a candle to! It's been one week since Comic-Con '09 and I can't say for sure that I would have this job if it wasn't for the people I met twenty years ago or, hell, even last year or the year before that at Comic-Con. When I do the show, I always think back to my first time at Comic-Con and how open and friendly everyone was — whether they were fans or creators or on the business side. And as marketing director of BOOM!, I try every day to be as cool as Bob Schreck.

Now, each year at Comic-Con I meet a host of new people and renew old friendships that re-invigorate my love of comics and my love for this industry. Publishing comic books, you find yourself working away, cloistered from the world, trying to publish the best comics you can. Then

Comic-Con comes around and you finally get to see a mass reaction to the work you have done that past year. And I can't tell you how gratifying it is to see the fan response to what we at BOOM! do. Without the fans, I wouldn't have a job and BOOM! wouldn't exist. Bottom line: It's all about the fans.

And, you never know when you are at the booth if the fan you are talking to will become the next great artist, writer, retailer, publisher or even marketing director. This year, twenty years since my first Comic-Con, at the end of one of my panels, a BOOM! fan came up to me and asked how one becomes a marketing director of a comic company. He told me he thought I had a cool job. And...well, I just had to agree with him.

And that right there to me was the coolest moment of the show!

*Chip Mosher*  
Marketing Director

ANDREW COSSY  
ROSS RICHELLE  
founders

ADAM FORTIER  
vice president,  
new business

MATT GAGNON  
managing editor

MARK WAID  
editor-in-chief

CHIP MOSHER  
marketing director



## BOOM! TALKS WITH THE ANCHOR'S PHIL HESTER



What do you like better: drawing comics or writing comics?

They're both exercises in telling stories with pictures, so I feel like when I'm pencilling I'm writing, just with pictures, and when I'm writing I'm drawing, just with words. In all honesty, writing is less taxing physically, but more taxing intellectually. Both rewarding, both challenging, both preferable to an actual job. Why are you making me choose again?

How did THE ANCHOR come about?

I love Brian Churilla's work. I love it so much that I actually contacted him to buy some originals. We got along and soon began talking about collaborating.

I saw a documentary about Anchorite monks—monks who would be willingly walled off from humanity in these tiny cells built into church walls. They had one window to take communion and another window to the outside to receive food from villagers, often dispensing advice in exchange. Well, that idea blew me away. I began imagining a monk who stayed walled up for centuries in an abandoned church and achieved some sort of transcendental grace which allowed him to live forever and fight critters on the shores of Hell. Brian liked my ideas and drew up THE ANCHOR, which he nailed right out of the box.

In a battle between THE ANCHOR and THE PLUTONIAN who would win?

The Plutonian would destroy The Anchor... on the earthly plane. Meanwhile, The Anchor would be kicking his soul's ass. Souls have asses, right?

What do you like best about working with BOOM!?

I don't have to apologize for any of their books. I feel like this is rarified air and we have to bring our A games to stay. Never has a company been so involved in the promotion of one of my creator owned books. I have very little buckster in me, so it's one of the duties I need someone else to assume, and BOOM! does it in spades. And, as I said, all their other books are top notch.

minutemen



scans 'n' edits

